



**CITY OF
CHULA VISTA
ADULT GOLF LEAGUE
SPRING/SUMMER 2010**

I. REGISTRATION INFORMATION

A. TEAM FEE

The team fee is based on a twelve match regular season. The team fee includes:

RESIDENT TEAM TOTAL FEE	\$180.00
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B. REGISTRATION PROCEDURES Teams may begin to register at the Monteville Community Center office beginning on Monday, March 22, 2010 and up until April 23, 2010. Registration will be taken from 3:00 PM until 8:00 PM. The League will begin the week of Monday, May 3.

C. PAYMENT OF FEES the entire fee must be paid at the time of registration. No partial payments will be accepted. Additionally, the payment options are a) one check; b) all cash, or; c) one check and the rest cash. We are not allowed to take more than one check. Also, no post-dated checks will be accepted.

If the bank for any reason returns the teams check, the team manager will be contacted and will have one day to correct the problem. A \$25.00 service charge will also be required.

D. LEAGUE DAYS AND TIMES

Leagues will play on Mondays at Eastlake Country Club and Chula Vista Golf Course with the first tee time at 4:30 PM. Space is limited to eight teams.

E. WAITING LIST

When the maximum number of teams allowable has been registered or after the registration deadline, the remaining teams will be placed on a waiting list in order of first come first serve priority. Teams that are contacted will have two days to submit the entry fee.

F. REFUNDS

Refunds will only be given to teams if another team on the waiting list is willing to play on that night or, if the League is cancelled. **Refunds will not be given to teams who are not willing to play on their scheduled night.**

II. GENERAL INFORMATION

A. AWARDS

1. Six awards will be given out to the first and second place teams in each division.
2. One award will be given to the high point person in each division. The high point person will be based on the average points per match of each player (minimum of 7 matches played).
3. One award to the high point person on each team based on total overall points (excluding the league high point person).

4. One award to the person with the lowest average gross score in each division (minimum of 8 matches played).

B. NO PLAY DAYS

1. There will be no matches on the following dates: Monday, May 31. Additionally, there could be other dates that could be announced at a later time depending on the golf course schedule.

C. TEAMS

1. Four players constitute a team. For matches, the four will be arranged by handicap - lowest to highest - with the following adjustments:
 - a. Identical handicaps - Team captain shall call the order.
 - b. Peoria players - Team captain will call the order.
 - c. Forfeits – In the event both teams are forfeiting a position, the forfeits will be placed opposite one another. All other times, the opposing captains will determine where to place forfeits.

D. LINE-UPS

Since there will be scorekeeper, both teams are responsible for completing the scorecard information and keeping accurate score for both teams.

1. Pick up the scorecards and handicap sheets from the pro shop at least 15 minutes prior to tee time.
2. Teams listed second on the schedule are the home team.
3. Pairings will be determined by the home team.

E. MATCH

1. If a player does not report in, the forfeit shall result in a 0-6 score in favor of the player forfeited to.
2. If a player is late reporting in, they may join the foursome at the next tee, with the first hole being a forfeited hole, and the total score going to the other player.
3. If a player does not complete nine holes, their opponent automatically wins each of the remaining holes, plus the total score.
4. Hole #6 at Chula Vista will be played as a par 4.

F. TEE PLACEMENT

1. Men will use the Gold Tees at Eastlake Country Club. At Chula Vista the Blue Tees will be used for Men. Women will use the forward tee boxes at Chula Vista and Eastlake.

G. GREEN FEES

1. All green fees must be paid to the Course Starter before playing. The rates are as follows: Eastlake Country Club (\$18); Chula Vista Municipal (\$15). There will be no discounts for walking. The scorecards and cart keys will be issued to the first player from each team to check in at the pro shop.

H. HANDICAPS

1. Last year's results will be used in computing handicaps for returning players
2. Handicaps will be the average of the player's best two of their last three rounds in the league.
3. For handicapping purposes, scores of forfeited or practically forfeited matches will not be considered.
4. All scores over triple bogey will be adjusted to triple bogey when computing handicaps.
5. Players without a handicap will be handicapped using the Peoria System.
6. Two rounds must be played before a player can establish a handicap.
7. The Peoria system will be used for two rounds of a player without an established handicap.
8. A player may not receive more than one stroke per hole, or more than nine strokes per match, regardless of the

differences in handicaps.

9. USGA and SCGA handicaps have no bearing on the handicaps in our league.

I. SCORING

1. There is no maximum score than a player can receive on an individual hole.
2. *This rule may change mid-season if slow play is persistent.

J. SCORECARD

1. Both teams are responsible for keeping score.
2. It is the responsibility of both teams to verify scores immediately following each match, and for both teams to have a representative sign each scorecard.
3. ALL cards are to be turned in to the pro-shop immediately following the match.

K. WINTER RULES

1. Lie may be improved from tee to green, excluding hazards (must use club head, no hands, no more than 6", and no closer to the green).
2. All putts must be holed out.

L. STANDINGS

1. Team win-loss records will determine standings.
2. Tied matches will be 1/2 win and 1/2 loss.
3. Ties for first or second place at the end of the season will be broken by results of matches played between involved teams during league play.

M. COURTESY RULES

1. Players, please have consideration for the teams behind you, and be on the tee at your designated starting time.
2. PLAY READY GOLF!

If you have any questions call Tim at (619) 409-5893



Penalty Shots: How to play and score them

1. Out of Bounds (white stakes) – we see these a lot at Chula Vista, occasionally at Eastlake, and rarely at Salt Creek, but nonetheless, they are there. Since this is a twilight Golf League with time constraints, we play OB shots a little differently (or least have the option to play them differently) than the USGA rule book states.
 - a. If you hit a ball Out of Bounds, you have the option to 1) go back to the spot where your original shot was taken and add a **one-stroke penalty** to your score, or 2) you may drop at the nearest point of relief where your ball went OB for a **two-stroke penalty**.
 - i. Example for Option 1: Player A tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drives back to the tee box and hits his **3rd shot** off the tee.
 - ii. Example for Option 2: Player B tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drops at the point nearest to where his ball went OB and hits his **4th shot**.
 - b. If you think your ball may be OB, please hit a provisional ball in the essence of saving time.
2. Water Hazard (yellow stakes) – if you see water directly in front of you, you will probably see a yellow stake. Here are some options to playing these hazards.
 - a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
 - b. If you wish to drop you may:
 - i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
 - ii. Drop anywhere in line with where your original shot was taken and where your ball entered into the hazard, plus add a **one-stroke penalty**. You must keep the hazard between where you hit your next shot and the hole (you must hit OVER the hazard).
3. Lateral Water Hazard (red stakes) – the most common hazard stakes (think the creek at Chula Vista Muni for most of the front nine).
 - a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
 - b. If you wish to drop you may:
 - i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
 - ii. Drop two-club lengths from where your ball entered the margin of the hazard, no closer to the hole, and add a **one-stroke penalty**.
 - iii. Drop on the opposite side of the lateral water hazard, equidistant to the hole (no closer to the hole, equal to how far it would have been if you would have dropped your two-club lengths), and add a **one-stroke penalty**.